EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L5	643	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2008/08/28 15:19
L11	0	(((interect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:19
L15	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L16	0	(((interect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L17	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2008/08/28 15:20
L18	0	(((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2008/08/28 15:22
L20	1270	(345/420).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2008/08/28 15:38
L21	1	(convex with hull) and (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) same bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) same bound$4) and ((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice or primitiv$4) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)).clm.	US-PGPUB	OR	ON	2008/08/28 15:39
L22	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) same bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) same bound$4) and ((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice or primitiv$4) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L23	0	(convex with hull) and (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39

L25	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:39
L27	1	(convex with hull) and (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) same bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) same bound$4) and ((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice or primitiv$4) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and mesh or polygon$4 or object or shape or lattice)).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:39
L28	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L30	0	(((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L31	0	(((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and ((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4)) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:40
L39	0	(((intersect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:43
L40	0	(((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and ((tesellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm. and 20	US-PGPUB	OR	ON	2008/08/28 15:43
L41	1	(((intersect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or outsid$4) with bound$4)).clm. and 5	US-PGPUB	OR	ON	2008/08/28 15:43